

SteelSeries Engine 3 User Guide

SteelSeries Engine 3

SteelSeries Engine 3 is a unified platform built to support all of SteelSeries products. It can deploy your saved device settings automatically when switching between your favorite games or applications.

After installation the SteelSeries Engine background processes will start and the interface will open automatically.





- My Gear all of your SteelSeries devices in one place.
 - Device Cards all of your SteelSeries devices are easily accessible from the My Gear tab, regardless of type, connection status, or which applications they are assigned to.
- Library quickly set up your configurations to autolaunch with an application.
 - Application Configuration you can choose to have configurations deploy automatically whenever you use a specific game or application. Add any number of applications to your library and SteelSeries Engine 3 will seamlessly change the configurations of your devices as you switch between them.

Configuration Windows

Configuration Windows are unique to their devices and each of them includes a collapsible Configuration List Panel of all the configurations for that device. You can create a new configuration by selecting the **New** button at the bottom of the Configuration List Panel.



Configuring Your Devices

You can custom configurations for SteelSeries devices in their Configuration Windows. The top left displays the name of the configuration you are viewing, the body features widgets for customizing various functions of the device, and at the bottom are Save/Revert buttons, a Live Preview toggle, and a button to open/close the collapsible Configuration List Panel.



- Widgets allow you to customize a certain aspect of your device.
- Widgets Toggle allows you to toggle Widgets .
- Configuration Windows Toggle allows you to toggle the Configuration Windows.
- Live Preview gives you the full experience of your configuration's look, feel, and sound while you are editing it.
- Revert/ Save Button configuration changes are not written to the database until
 you select Save. This gives you freedom to experiment, knowing that you can select
 Revert to undo changes.

Tool Tip

When you click the question mark next to a feature name on the panel, a tooltip will show, describing the particular function of that item.

